


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Light 8-15 HCP (rarely 4 cards)
Responses: CUE Jump: 7-10, 4 cards support, Jump RAISE PREE, RKRNZ RDBL over Dbl bid
Reopening: natural
1NT OVERCALL (2nd / 4th Live; Responses, Reopening)
1m/M-1NT: 15-18 hcp
Responses: as after opening 1NT
Reopening: 10-12 HCP, natural Responses: natural
1X - pass - 1Y - 1NT=Nat, (14)15-18
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak, 5-cards possible in non vul In vul: 6+ cards, 10-12 HCP
2NT= asking for Sgl after weak two
Unusual notrump: if m is preparatory 2NT: ♣+♦ (1M)-2NT: ♣+♦
DIRECT AND JUMP CUE BIDS (Style, ResReopening)
Style: Michaels cue: (PRE or STR)
(1m)-2m: ♠&♥(54+) or Nat if opener is 2-; (1M)-2M: OM+m (55+); (1♠) - Dbl=MM; ; (1♠) - 2♠=nat; jump cue bid: asks for stopper
Responses: natural
Reopening:
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong(14+) 2♣= ♠&♥, 2♦= ♠ or ♥ could be weak, 2♥= 5♥&4* 2♠= 5♠&4*m, DBL = 4M & 5*m or strong
Weak(14-) DBL is opening (13*), 2di=5+M,WK,2M=5+M,constructive
Reopening: same NOTE 5
Responses: natural,Multi Scheme
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
LEB after (WK2x)-DBL-(P)-
2M - 4♣: 5*♣ & 5*M; 4♦: 5*♦ & 5*M
3m - 4m: 5*M & 5*om
3M - 4m: 5*m & 5*oM
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♠: Aggressive, Dbl=MM, 1♦= minors, 1NT-mix NOTE 6
OVER OPPONENTS' TAKE OUT DOUBLE
over 1♠= level 1 is F1, level 2 is NF, over 1M=TRF
Jump(exp 3 cl)=Spl,, 2NT = FIT, (10)11+ hcp,3 Cl=4 fit,6-9 hcp
NOTE 7

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit 3 rd , 5 th from honor or MUD 3 rd , 5 th
NT ATTITUDE AS ABOVE
Subseq ATTITUDE AS ABOVE
Other: - -
LEADS
Lead vs. Suit vs. NT
Ace Ax*AKJ*AKQx* AK AKJ10* AKQ* Ax
King AK KQx* KQJ* KQ10 AKx* KQJx* KQ10* KQ
Queen QJx* QJ10/9x* KQx* QJ10x* QJ9*
Jack J10 J10x* Jx, HJ10+ J10x* HJ10x
10 H109x* · 109xx* 10x, 109x 10x 109x HJ10x 10xx,AQ109, H109x*
9 H98x* 9x 9x,9XX
Hi-x xSx,xSxx,Sx, No TH top/2nd of n., Sx
Lo-x HxS,HxSx,HxxxS Hxx+
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit:1 st low - 1 low - 1 S/P:suitpreference
2 nd S/P: Hi=hi suit S/P low - 1
3 rd Low-E
NT: 1 st low - E low - 1 suit preference
2 nd low - 1 S/P low - 1
3 rd
LEGEND: 1 – odd no. of cards, E – encouraging
Leads vs.Suit: K-count ;A-S/P ;2nd A-low E in 2nd A;
Leads vs. NT: K-count or J;A,Q,J-low E; Return low-E ; Trumps: S/P
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: May be light (10hcp) with classic shape
Promise 4OM or 43+Ms; offshape OK
Responses: natural
Reopening: natural
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
NEG DBLs beyond 2♠: 7+HCP, any shape,
RESP DBLs beyond 3♠: useful values, any shape
SUPPORT DBL
ROSENKRANTZ DBL
COMPETITIVE DBL

WBF Convention Card

Category: Blue
NCBO: Croatian Bridge Federation
Event: Ostend open
Players: NIKICA ŠVER - Marina PILIPOVIĆ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
Strong 1♠: 16+
1♦: 0+ cards
5-card M, Open light if UNBAL, 1NT forcing
PRE: Light
Frequent non - PEN DBL
2NT=20-21, PUP
1NT opening: 11 – 13 no vul, 14-16, could be semi-balanced
2 over 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1♦ = 1+♦, 11-15 hcp, two way cb
2♠ = (10)11-15 hcp, 6*♠ or 6*♣ & 4M
2♦ = (10)11-15 hcp, 6*♦
2♥/♠ = 5/wt (may be 5 cards)
3NT: gambling may be in M
Conventions:
Lebensohl, GOOD BAD 2NT, MICHAELS
1NT overcall – 14/15-18 bal or semibal
SPECIAL FORCING PASS SEQUENCES
1♣ - (pass) - positive answer: GF
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
4 th suit forcing (usually to game)
Lebensohl over opps overcall over partner's 1NT and over take out
Transfers over WT (dbl)
Defence against 2♦(4-4M)-2M= NAT
1M (dbl) trf – NOTE 7
Psychics: sometimes
may have defensive tricks

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	4♥	STRONG, (16)17+	1♦= 0-7, 1♥= 8-11 (<5♠), 1♠= 8+, 5+♠, 1NT= 12+, 5♥, 2♣/2♦= 12+, 5+c, 2♥= 12/13 bal, 2♠= 12+, 4441, 2NT= 14+, bal, 3any= 5-7, 7+cards (3/5 top) NOTE 1		
1♦	yes	0	4♥	11-15 Hcp, preparatory, no 5M,	Natural, 1♦-2m = FG, 1♦-2♥/ 2♠= 6+ WK, 1♦-3♣/3♦= 6+ INV, 1♦-3♥/♠= to play NOTE 2	1♦-1♥-2NT= max, 5♣&4♥, 1♦-1♥-3♦= max, 5+♦&4♥, 1♦-1M-1NT – two way cb	
1♥	no	5	4♥	(10)11-15 Hcp, min 5♥	1NT – F1, 2♣/♦ = GF; 2NT = 4♥, 11+; 2♠= SPL; 3♣= 7-9, 4♥; 3♥= pree; 3♦= SPL; 3♠/4♣/♦=Void,10-13hcp;3NT=to play; NOTE 9,12,13	1♥ - 1♠ - 1NT – two way cb	1NT= no forcing
1♠	no	5	4♥	(10)11-15 Hcp, min 5♠	1NT= F1; 2♣/♦/♥= GF; 2NT=4 support 11+hcp, 3♣= 7-9, 4♠; 3♦/3♥=Spl 3♠= pree; 3NT=to play; 4♣/♦/♥= Void 10-13 hcp NOTE 9,12,13		1NT= no forcing
1NT	no	-	4♥	11-13 – non vul, 14-16 vul or 4 th , may be 5M, 6m, 5/4mm, Sgl H	2♣= stayman, cd be weak, 2♦/2♥-trf, 2♠= ask str, 2NT= trf ♣, 3♣= trf ♦, 3♦ - 5/5 MM invit or ST, 3♥/ 3♠= singletoon, 13(45) NOTE 3,14		same
2♣	no	6	-	10-15, 6*♣ or 6*♠ & 4M	2♦=R; 2NT= PUP to 3♣; 2♥/♠= NF; 3♣/3♦/3♥= 6+ INV+, trf; 4♥/♠= S/O, 3♠=6♠ & 4♥, 3NT-to play, 4♦- RKCB ♣ NOTE 16		
2♦	no	6	-	10-15, 6*♦, no 4M	2NT= relay (can pass 3♦, 2♥/♠ - constructive – NF, 3♣/3♥/♠= 6+, GF; 3♦/3NT/4M= to play NOTE 17		same
2♥	no	5	-	weak, 3-9 hcp	2♠/2NT/3♣/ 3♦=transfers, 3♥ - weak NOTE 18		
2♠	no	5	-	weak, 3-9 hcp	2NT/3♣/ 3♦/ 3♥ - transfers, 3♠ - weak NOTE 19		
2NT	no	-	-	20-21 hcp	3♣=PUP,3♦/♥=TRF (3NT=3cards);3♠= mm, FG, 4♣/♦=NAT, FG (4NT=QUANT) NOTE 20	Natural	
3♣, 3♦, 3♥, 3♠	no	6+	-	preemptive, 3 – 9 hcp,	4th level – asking bids	Natural	
3NT	yes	7	-	Gambling in m,3 rd /4 th = solid suit + more	4♣: P/C; 4♦ = asking for singleton	Natural	
4♣	no	7	-		4♦= CB; 4♥= to play	Natural	
4♦	no	7	-		4♥/♠= to play	Natural	
4♥	no	6	-	to play		HIGH LEVEL BIDDING	
4♠	no	6	-	to play	CUE: 1st + 2nd round equally, EXCLUSION RKCB,		
4NT	yes	-	-	minors	5♣/♦: SO DOP1, ROPI, SPL, JOSEPHINE, LIGHTNER, NEG SLAM DBL,		
					3NT- no serious		

NOTE 1**1♣-16+**

1♣ - 1♦ (0-7hcp)
 1♥ = 4+ hearts, F1 (may be canape)
 1♠ = 4+ spades, F1 (may be canape)
 1NT = 17-19, balanced
 2♣/2♦ = 5+cards, no 4M, NF
 2♥/2♠ = 5+cards, GF
 2NT = 22-24, balanced
 3♣/3♦ = 5+ cards, no 4M, GF
 3♥ = 25+ balanced

1♣ - 1♦ (0-7hcp)

1♥ - 1♠ = 4+ spades, no 4 hearts, 0-7
 1NT = no 4M, 0-5
 2♣ = ARTIFICIAL, no 4 spades, no 3 hearts, 6-7
 2♦ = ARTIFICIAL, 3 hearts, 6-7
 2♥ = 4 hearts, balanced, 0-4
 2♠ = fit showing jump, 5 spades, 3 hearts, 0-7
 2NT = ARTIFICIAL, 4 hearts, GF
 3♣/3♦ = 6+cards, 6-7
 3♥ = 4 hearts, invitational, usually balanced=
 3♠ = 4 hearts, void somewhere, 0-4
 3NT = 4 hearts, spade splinter, 5-7
 4♣/4♦ = splinter, 5-7
 4♥ = 5+ hearts, no shortness

1♣ - 1♦ (0-7hcp)

1♥ - 2NT = ARTIFICIAL, 4 hearts, GF
 3♣ = slam interst, asking shortness
 3♦ = club shortness
 3♥ = diamond shortness
 3♠ = spade shortness
 3NT = bal, spade cue bid
 4♣/4♦ = bal, cue bid
 4♥ = to play

1♣ - 1♦ (0-7hcp)

3♥ - 3♠ = trf to 3nt
 3NT = trf to ♣
 4♣ = trf to ♦
 4♦ = trf to ♥
 4♥ = trf to ♠

1♣ - 1♦ (0-7hcp)

3♥ - 3♠ = trf to 3NT
 3NT - 4♣ = range ask
 4♦ = both majors
 4♥ = hearts and minor
 3♠ = spades and minor

NOTE 2**1♦ = (10) 11 – 15 hcp**

1♦ - 1♥
 1♠: 4♣4+m – unbal
 1nt: nf
 2♣: p/c
 2♦: gf
 1nt: bal
 2♣: 10-15 5+♣4+♦
 2♦: 10-13 5+♦4+♣
 2♥: 4♥ min
 2♠: 14-15 4♠ 5+♦
 2nt: 4♥5+♣ max
 3♣: 14-15 5+♦4+♣
 3♦: 4♥5+♦ max
 3♥: 4♥ max bal

1♦ - 1♠

1nt: bal
 2♣: 10-15 5+♣4+♦/♥
 2♦: 10-13 5+♦4+♣/♥
 2♥: 14-15 4♥5+♦
 2♠: 4♠min
 2nt: 4♠5+♣ max
 3♣: 5+♦4+♣ max
 3♦: 4♠5+♦ max
 3♠: 4♠ max bal

1♦ - 2♣

2♦: 5+♦4M
 2♥: 4441
 2♠: ♣ fit max
 2nt: bal
 3♣: ♣ fit min
 3♦/3♥/3♠: splinter

1♦ - 1♥

1NT - 2♣ = trf to 2♦
 2♦ = any GF

1♦-2♦ 10+ NAT, FG

2M = values
 2N = bal
 3♣ = nat
 3♥/♠ = SPL
 3N = 4414, min

NOTE 3**1N- 14-16 (5M, 6m)**

2♣ = stayman (may be weak)
 2♦/2♥ = trf
 2♠ strength ask
 2NT = trf ♣, inv+ =>3♣ =>bid singleton, 3NT = mild ST, 4♣ ST
 3♣ = trf ♦, inv+ =>3♦ =>bid singleton, 3NT = mild ST, 4♦ ST
 3♦ = 55M, inv or slam
 3♥/♠ = singleton, 54m

Lebenshol over opps overcall over partner's 1NT and over take out double over opps W2:

1NT (11-13, bal) - 2any

- Dbl = take out to 2♥
- any suit level 2 = to play
- 2NT = Lebenshol =
- jump = invitational
- cue = Stayman without stopper
- 3NT = nat without stopper

- After 2NT partner bid 3♣:
- new suit = GF
 - cue = Stayman with stopper
 - 3NT = nat

1NT (14-16, bal) - 2any

Everything is same except double which is T/O from both side except once was penalty passed.

1NT (14-16, bal) - (dble) pass= to play

rdbl= trf for 2♣ (♣ or ♥)

2♣= trf for 2♦ (♦ or ♠)

2♦= 4♦ & 4M

2♥= 4-4M

If opponent bid 2♣ = Ms

- Dbl = points
- 2NT = Lebenshol
- 2♥/♠ = showing stopper
- 2♦ = to play
- 3♣/♦ = F1

If opponent bid any other two suiter:

- Dbl = wish to double one suit
- 2NT = Lebenshol
- 2 other = to play

Opponent opens W2, partner doubling (2any Dbl Pass)

- 2 any = less than 8* hcp
- 3 any = 8-11 hcp, 5*card suit if higher suit, 4 card if lower suit
- 2NT = Lebenshol
- cue = F1, asking stopper

2any Dbl pass 2NT

pass 3♣ pass - pass = weak hand with clubs

- 3 lower suit = sign off
- 3 higher suit = 8* hcp, 4 card

ex1:(2♥_{WT}) dble (pass) 2♠= SO

ex2:(2♥_{WT}) dble (pass) 2♣

(2♥_{WT}) dble (pass) 3♠= invit (pass) 2NT (pass) 3♣/♦= nat

(2♥_{WT}) dble (pass) 2NT(trf to 3♣) (19-20) 3♥ (trf to 3♣)

(pass) 3♣ (pass) 3♥ = 3♣=6♠

3♠= GF with 4♠ (2♥_{WT}) dble (pass) 3♥= F1, asking for stopper

ex3:(pass) pass (2M-WT) pass

(pass) dble (pass) 2NT=4+-4+mm

Over opps 2♦ (multi)

- Dbl = (as if opening was 2♥)
- 2NT= 15-18 hcp, bal

ex: (2♦-WT) dble (2/3♥=P/C) dble= if opp pass- T/O

2/3♠- penalty

Over opps 2♦ (4-4 M, weak)

- Dbl = bal hand, 13* hcp, penalty for one M
- 2♥/2♠/2NT= nat

Over opps 2♥/♠ = weak 5-5

- Dbl = T/O for other M
- 2NT = 15-18 hcp, bal
- 3♣/♦ = nat

Over opps 1NT-nat on 1♦

- Dbl = penalty
- 2♣= asking for 4 card M
- 2♦/♥/♠/2NT= trf for ♥/♠/♣/♦

NOTE 4

Doubles:

RESPONSIVE: 1♣ Dbl 1♦ Dbl (points)

1M Dbl 2/3M Dbl (minors, could be 4/3 with strength)

COMPETITIVE: 1♠ 2♥ 2♠ 3♥

Dbl = game try but 1♠ 2♦ 2♠ 3♦ 1♠ pass 2♠ 3♣/♦

3♠ = competitive Dbl = penalty Dble = penalty

3♥ = game try 3♠ = competitive

other = game try

ROSENKRANTZ: only on forcing bid on 2nd level= 1♥ 1♠ 2♠(F) Dbl = H in spades

SUPPORT: 1♦ (pass/1♥) 1♠ (any (level 2))

Dbl = 3 cards in ♠

ex1: 1♦ (1♥) 1♠ (3♥_{pre})

Dbl= max hand, nothing about ♠

ex2: 1♦ (1♥) 1♠ (2NT_{support})

Dbl= game try, without 4 cards support

3♣/♦= nat, max hand

3♥= support, game try

3♠= SO, min

ex3: (1M) pass (1NT=F1) dble= showing cards

2♠= T/O

NOTE 5

Defence against 1NT opening – strong/weak:

- Dbl = 4M & 5*m or strong M overcall ag weak: 13*hcp
- 2♣ = ♥-♠ two suiter (could be 4-4)
- 2♦ = one suiter ♥ or ♠, 5* cards, possible weak ag strong opening (KQxxxx in non vul)
- 2♥ = 5♥ & 4* m, 9* hcp
- 2♠ = 5♠ & 4* m, 9* hcp

NOTE 6

Overcalls on strong 1♠:

- Dbl = ♥-♠
- 1♦ = ♣-♦♥-♠
- 1NT= any
- suit= nat

(1♠ - strong) pass (1♦-negativ) dble= ♦ or 4*4* MM

NOTE 7

Over opps T/O double and overcalls:

1♦ Dbl Rdbl = 10*, wish to double

1♥/♠ = F1, 4* ♥/♠

1/2 NT = natural

level 2 = NF but constructive

3♣/♥/♠ = pree

3♦ = pree

3NT = to play

NOTE 15

exception from rules: pass (1♠) 2♥ (pass) 2NT= nat
2♠= invit w ♥

NOTE 16

2♠- 10 – 15, 6+♣ or 6+♠ and 4M

2♦ = relay
2♥/2♠ = constructive, NF
2NT=trf for 3♣
3♣ = invit+ with 5+♦
3♦ = invit+ with 5+♥
3♥ = invit+ with 5+♠
3♠ = 6♠ & 4♥
3NT/4M = to play
4♣ = pree
4♦ = RKCB

2♥- 2♦

2♥ = 4 card M
2♠ = max, unbalanced, no 4M
2NT = max, bal, no 4M
3♣ = min
3♦ = xx56
3♥ = x5x6
3♠ = AKQxxx. not much extra
3NT = 5xx6

2♠- 2♦

2♥-2♠ = ask

2NT = 4 hearts, min (3♣ to play 3♦ shortness ask)
3♠ = 4 spades, min (3♦ shortness ask)
3♦ = 4 hearts, max (3♥ shortness ask)
3♥ = 4 spades, may (♦ shortness)
3♠ = 4 spades, may (♥ shortness)

2♠- 2♦

2♠ - 2NT = ask

3♣ = 7 clubs
3♦ = 4 diamonds
3♥ = 3136
3♠ = 1336
3NT = 3316

2♠- 2♦

2NT - 3♣ = to play (invitational hand)
3♦ = club slam try

2♠- 2♦

3♣ - 3♦ = ask

3♥ = 3136 or 3316 (3♥ - ask, 3NT = 3136)
3♠ = 1336
3NT = bal
4♣ = 7 clubs
4♦ = 4 diamonds

2♠- 2NT

3♣ - pass = sign off
3♦ = 5♥ & 5♠, GF
3♥ = 5♥ & 5♦, GF
3♠ = 5♦ & 5♠, GF

NOTE 17

2♦ - 10 – 15, 6+♦

2♥/2♠ = constructive, NF
2NT = relay (can pass 3♦)
3♣ = GF
3♦ = to play
3♥, 3♠ = GF
3NT/4M = to play

2♦ - 2NT = relay

3♣ = 13-15, no singleton => 3♦ ask => 3♥/♠/NT: 3 cards ♣/♥/♠
3♦ = 10-12 => bid = NAT GF
3♥, 3♠, 3NT = 13-15, singleton ♣/♥/♠

NOTE 18

2♥ - wt (may be 5 cards)

2♠: nat. NF
2NT/3♣/3♦ = trf
3♥: to play

NOTE 19

2♠ - wt (may be 5 cards)

2NT/3♣/3♦ - trf
3♥: invit +♠
3♠: to play

NOTE 20

2NT = 20-21, maybe 5M, 6m, 5-4mm, singl H

3♣ = puppet stayman
3♦ = trf 5+♥
3♥ = trf 5+♠
3♠ = mm
3NT/4M = to play

2NT - 3♣

3♦ = at least 1M
3♥ = no 4/5M
3♠ = 5♠
3N = 5♥

NOTE 21

Slam bidding

Standard RKCB = 14/03
ask for Q of trumps: 5 fit = No Q, other bid = yes + K, 6 fit = Q, no K
Asking bids
ExRKCB only on 5th level
Asking for specific kings (5N)
Asking for specific 3-rd round controls (6x)
Jump to 5NT = pick-a-slam
DOPI, ROPI over RKCB intervention (Dbl/Rdbl=1/4, Pass=0/3, next step=2 and so on)